S · P · Q · R
THE EMPIRE'S DARKEST HOUR

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Getting Started
Installing S.P.Q.R. (Windows 3.1)

1. Run Microsoft Windows 3.1
2. Place the S.P.Q.R. CD-ROM in your CD-ROM drive.
3. Double-click on the File Manager icon and then choose the drive icon that represents your CD-ROM drive.
4. Double-click on the file install.exe.
5. Follow the instructions to complete the setup. We strongly recommend that you use the "Typical installation" option which is pre-selected. The main line of installation dialog boxes include:
   a. Please enter the destination drive and directory. This will automatically setup a new directory for the game, defaulting to your root drive (typically C:\) and will, by default, set the directory C:\S.P.Q.R. Once you accept this by selecting OK, or changing it and selecting OK, the installer will copy the S.P.Q.R. program files to the disk. The readme.txt will be displayed.
   b. Once this step is completed, the installer will install WinG and QuickTime for Windows.
   c. The QuickTime for Windows installer will briefly appear then the WinG installer will begin and ask you to click on a "Continue" button. Once installed, you will receive a "Setup Succeeded" message and an "OK" button to proceed to the QuickTime for Windows installation.
   d. The QuickTime for Windows installer will offer the option of scanning your disk and marking any other version of QuickTime for Windows for deletion. If you select

this option, other versions of QuickTime for Windows will be marked for subsequent deletion but not removed from your disk. Once started, the installer will give you the options "Delete, Skip, Skip Disk, Skip All, Help". Pressing "Delete" if any other versions are found will insure that the proper version of QuickTime for Windows is installed on your disk without any conflicts with prior versions.
   e. Once installed, if successful, the installer will provide the option to load and play a sample movie. This step is optional. You may now close the QuickTime for Windows program box and you should have an S.P.Q.R. program group installed in your Program Manager with three items - S.P.Q.R., ReadMe, and Uninstall.
1. To run the game, double-click on the icon S.P.Q.R. within the S.P.Q.R. program group with the CD-ROM in your CD-ROM drive.
2. The first time the game runs, a screen calibration program may run before the game actually starts.
3. There are other files on the CD-ROM which may be of interest to you. These include a bibliography for the game which you may read by clicking on the icon on the CD-ROM titled Biblio.txt. This will launch the Notepad application and show you a variety of sources for additional reading.
4. There is also a QuickTimeVR movie which you may view. These are in the VR_Tour folder on the CD-ROM. To

install this you must drag the file qtvrw.qtc to the system folder ("Windows" in the default folder naming scheme). Once this is placed properly, you only need to double-click on the file RomaVR.mov to trigger the QuickTime MoviePlayer to view the QuickTimeVR movie of the Forum.

Installing S.P.Q.R. (Windows 95)

1. Run Microsoft Windows 95
2. Place the S.P.Q.R. CD-ROM in your CD-ROM drive.
3. A message will automatically appear on the screen which says that your disk is being searched to see if S.P.Q.R. is installed. If it determines that S.P.Q.R. has not been installed two options are provided: Run Installer or Quit. "Run Installer" is selected by default. Press the OK button to continue.
4. Follow the instructions to complete the setup. We strongly recommend that you use the "Typical installation" option which is pre-selected.
5. The installation will then proceed. When complete, it will display the program group and a read.me and begin the QuickTime for Windows installation program.
6. The QuickTime for Windows installer will offer the option of scanning your disk and marking any other version of QuickTime for Windows for deletion. If you select this option, other versions of QuickTime for Windows will be marked for subsequent deletion but not removed from your disk. Once started,

the installer will give you the options "Delete, Skip, Skip Disk, Skip All, Help". Pressing "Delete" will insure that the proper version of QuickTime for Windows is installed on your disk without and conflicts with prior versions.
7. To run the game, double-click on the icon S.P.Q.R. within the S.P.Q.R. program group with the CD-ROM in your CD-ROM drive.
8. Subsequently, when the CD-ROM is inserted into your CD-ROM drive, the program will check automatically to determine if S.P.Q.R. is installed. If it is, a dialog box will be presented asking you if you want to play the game, reinstall it, or quit. Choose play and OK to proceed with game-play.
9. There are other files on the CD-ROM which may be of interest to you. To examine these files you must:
   a. Open the system icon ("My Computer" by default) from the Windows 95 desktop.
   b. Click on the S.P.Q.R. icon using the RIGHT mouse button to display a pop-up menu that includes an "Open" command. Select the "Open" option to view the contents of the CD-ROM in a standard file window.
   c. There is a bibliography for the game which you may read by double-clicking on the icon on the CD-ROM titled Biblio.txt
   d. There is also a QuickTimeVR movie which you may view. These are in the VR_Tour folder on the CD-ROM. To install this you must drag the file qtvrw32.qtc to the system folder

("Windows" in the default folder naming scheme). Once this is placed properly, you only need to double-click on the file RomaVR.mov to trigger the QuickTime MoviePlayer to view the QuickTimeVR movie of the Forum.

Installing S.P.Q.R. (Macintosh 68k and PPC)

1. Start your Macintosh
2. Place the S.P.Q.R. CD-ROM in your CD-ROM drive.
3. An icon will appear on your desktop titled S.P.Q.R. If it doesn't open automatically, double click on the icon to open it.
4. Double-click on the icon labeled "Install".
5. Follow the instructions to complete the setup. A dialog box will appear at this point. We strongly recommend that you use the "Easy install" option which is pre-selected at the top-left of this dialog box. At the bottom left is an area where you may select the hard disk volume to which the program will be installed. Either select the default or use the pop-up menu or the "Switch disk" button to select an alternative directory. Do not select the CD-ROM. Finally, press the install button.
6. The installation will then proceed. A dialog box will warn you that the you should restart your computer when the installation is complete and that it will automatically close any open programs while it proceeds with the installation. Select "Continue" to proceed.

7. When complete, it will display an "Installation successful" message and a "Continue", "Quit", or "Restart" option. Select "Restart" to proceed to play the game.
8. A folder will have been created on your selected drive called S.P.Q.R.. Open it and click on either the S.P.Q.R. 68K Start or S.P.Q.R. PPC Start, depending on which is present, to begin the game.
9. There are other files on the CD-ROM which may be of interest to you. To examine these files you must:
   a. Open the "S.P.Q.R." icon from the desktop.
   b. There is a bibliography for the game which you may read by double-clicking on the icon on the CD-ROM titled Biblio.txt.
   c. There is a QuickTimeVR tour of the forum in the folder VR_TOUR named RomaVR.mov. Double-click on this object to launch a QuickTimeVR tour.

PLAYING THE GAME IN THE DARKEST HOUR

My young apprentice, I have sent for you from the provinces just in time...

How your imagination soared when you'd hear your mentor, the great inventor Cornelius, describe the magnificent temples, people, and festivals of far off Rome. Yet never in your wildest dreams did you imagine that you would one day be exploring the capital of the greatest civilization the world has ever known. Now Cornelius has summoned you under the most urgent of circumstances. An intruder known only as "the Calamitus" threatens to destroy Rome. You must discover the villain's true identity and stop him or her before the scoundrel can carry out the diabolical plan. Your success would not only avert the premature destruction of Rome but could result in re-writing the pages of history.

WHO IS THE CALAMITUS?

It is the month of Ianuarius in the year 205 A.D. and all of Rome is gripped by fear. The oracle has predicted that an unknown scourge will plague the city by the end of the year. A seer known as Sibyl believes the scourge will be brought on by a stranger who is bent on bringing the city and the Empire to its knees. She has dubbed this stranger, "Calamitus."

Early on, you must discover the journals of five important Romans, which are vital sources of information. Without them, you will never discover the leads to incriminating clues. As you read through the journals and realize how intertwined their lives are, you will come to suspect that one of them is the dreaded Calamitus.

But the journals are not enough. The suspects give biased and conflicting reports on the crimes that occur throughout the year. In order to find conclusive evidence, you must gain access to the crime scenes and sift through the clues yourself. The suspect who perpetrates the most crimes will surely turn out to be the Calamitus. Are you crafty enough to discover the true identity of the villain? Can you stop the Calamitus before he or she delivers the final deadly blow to the Eternal City?

SIBYL

Hailing from Syria, a mysterious and superstitious part of the Empire, Sibyl immigrated to Rome and took advantage of her mysticism by opening up a seer's shop in an alley near the Temple of Vespasian. Sensitive about her lack of status as a clairvoyant, she would stop at nothing to make her predictions come true.

XANTHUS

A barbarian from the northern forests, Xanthus is a suspected spy who holds a life-long grudge against the Empire, borne from the murder of his family and razing of his home village by Roman troops.

VERANIA

The head priestess in the House of the Vestal Virgins, Verania's reputation has been called into question lately because of the secret, forbidden attraction she holds for the darkly handsome Xanthus. Would her hidden passions drive her to assume an alter-ego as the Calamitus?

LUCIUS

A private investigator who's been secretly retained by the Emperor to look into Sibyl's prediction about the Calamitus, Lucius was born into a once highly respected family of sagging fortune. Upset over his lot in life and carrying a torch for Verania, Lucius is quite capable of committing a rash act.

GORDIAN

The chief city engineer, Gordian knows every nook and cranny around Rome. Disgusted by the corrupt bureaucracy that has led his beloved city into decline, might he be tempted to destroy Rome in order to save it?

THE SEARCH FOR THE CALAMITUS

It is us up to you to search the streets, temples, and monuments of Rome, gathering the clues necessary to identify the Calamitus.

NAVIGATION

Rolling your mouse around, you will notice the cursor change from a circle into an arrow to indicate a direction in which you are allowed to move. Usually those directions are right, left, and forward, but occasionally you will be allowed to move up, down, or backwards.

Generally, you are allowed to move freely around the 3-D environment, a rewarding experience in and of itself because S.P.Q.R features an accurate computer-generated replica of Ancient Rome. However, you will sometimes come upon locked doors or gates that can only be opened on certain dates or through the solution of a puzzle.

When you come upon an object that can be moved by clicking and dragging on it, the cursor changes into an open hand. When you come upon an object that can be operated or opened, such as a door, the cursor changes into a pointing finger.

TIME

The events of S.P.Q.R transpire over the course of a single year. Many of the clues you acquire will be at the cult festivals, gladiatorial games, feasts, and sacrifices that occur throughout the year and which you will hear about in the journals and the Acta Diurna. Since most of the city's monuments and temples are open only on the day of a particular festival, you will want to pay close attention to when you can access them.

Time progresses in a linear fashion at a variable rate. You cannot travel backwards or forward in time. However, you can adjust the speed at which time passes with the Navitor's time adjustment lever. See The Navitor, (pp. 15-22), for more information on this wondrous device.

GATHERING EVIDENCE

Information is the key to identifying the Calamitus. After activating the Navitor and being deposited in the streets of Rome, your initial objective will be to locate the journals for each of the five characters. They appear as scrolls, and over the course of the year, the characters make new entries which you will find valuable to your quest.

You will also find information in Rome's daily gazette, the Acta Diurna. Bear in mind that the news scroll is produced by the Imperial Palace, and thus the news items are generally slanted in favor of the Emperor.

Knowledge about the culture and history of Rome, which you will find in the characters' notebooks, will help you solve many of the puzzles you stumble upon. Solving puzzles allows you to gain access to a restricted area or earns you artifacts that may come in handy later on.

All of this information is available at your fingertips on the Navitor.

MONTHLY MYSTERIES

Embedded within the overall mystery of figuring out the true identity of the Calamitus are mysterious events that occur each month. You will learn about these events through the various sources of information. Investigating and solving these smaller mysteries will provide clues about the Calamitus.

END PLAY

After solving most or all of the monthly mysteries, you will be ready to name the character whom you believe is the Calamitus. You will then need to stop the scoundrel before he or she can destroy Rome.

Should you successfully stop the Calamitus, you are in store for a few hidden surprises.

THE NAVITOR

Evidence indicates the Romans had rudimentary plans for a steam engine, flying machine, electric battery, analog computer, and many more ingenious inventions that were lost for more than a thousand years to the Dark Ages.

Before his arrest, Cornelius used this hidden knowledge to invent the Navitor, a machine that allows you to view reflections of reality and act remotely. Although Cornelius will never be able to divulge all of its secrets, he alludes to fields of energy created by subterranean magnetic currents that are especially strong underneath the Forum. The Navitor can triangulate these fields to create remote kinetic actions of a highly focused nature.

LUCIUS   VERANIA   XANTHUS   SIBYL   GORDIAN

Upon your arrival in Rome, you will find the Navitor inside Cornelius' workshop. Following the notes left behind by your mentor, you will learn how to operate the Navitor.

VISION SCREEN

Acting like a magic mirror, this is your window to the world. You navigate through Rome and interact with all the objects you see in this screen. When you bring up journal entries, notebooks, maps, and calendars, they appear as 2-D images in the screen. Click on Exitus to return to your current view of Rome.

SCROLL SHELF

The shelf is separated into five slots to hold each of the journals. An empty slot indicates you have not yet found that particular character's journal. After finding a character's journal, it appears as a scroll in the slot above the character's nameplate. Click on it to bring it up. An open scroll indicates a new entry has been made by the character.

NAMEPLATES

Underneath the scroll shelf are nameplates. An illuminated nameplate indicates important information regarding Roman history or culture exists in that character's notebook. Usually that tidbit will help you solve a puzzle. Click on the name to bring up the notebook page.

S.P.Q.R.

Located on the left panel, S.P.Q.R. stands for Senatus Populusque Romanus the "Senate and People of Rome." Clicking on this brings up the current edition of Acta Diurna, the daily gazette of Rome.

PLANS AND CROSS-SECTIONS

Located on the left panel next to the gazette are the building plans. Clicking on this brings up architectural renderings for the structures in your immediate vicinity. Highlight then click on a structure for which you wish to see a more detailed cross-section view. This could help you locate a hidden room. Click on Retro to return to the overall plans.

THE CALENDAR SCROLL

This is the small scroll visible in the top cubby hole directly underneath the scroll shelf. Click on it to bring it up. You can then scroll between the different months to receive a visual clue about the monthly mystery by clicking on the buttons found on each side of the scroll case. To review past journal entries made by the characters, adjust the knob underneath the scroll. The characters' initials appear on the dates when they have made entries. Click on the initial to bring up the entry.

CURRENT DATE

Beneath the calendar scroll is the current date, displayed in Roman notation.

TIME ADJUSTMENT LEVER

Beneath the current date is the time adjustment lever. By shifting the lever to the right, time passes quicker; to the left, slower. Moving the lever all the way to the left causes time to stop completely and transports you back to Cornelius's workshop.

You will want to use the time adjustment lever to get to the heart of a mystery. For example, you may realize that an important clue is going to be delivered on the day of a certain festival. Adjust the lever to the right so that the festival day will arrive sooner.

MAP OF ROME

Located on the right panel next to the time elements is the Map of Rome. Click on it to bring it up. Your current location is indicated by a flashing circle. Areas you have visited previously are indicated by a static circle. Run your mouse over a circle and the name of that area appears. To shift your view of the city, click on the flaps located on the outer edges of the map.

You can transport directly to a previously visited area by clicking on a circle.

LODESTONE

Located on the right panel next to the map of Rome is the compass. Use it in conjunction with the map to navigate around the city.

SECRET COMPARTMENTS

Secret compartments exist behind each of the Navitor's front panels. The compartments contain any artifacts you may have found, which are used to solve some of the puzzles or gain access to a forbidden area. To check on your inventory of artifacts, click and drag on one of the handles, which are found top-center on each panel.

LUCIUS   VERANIA   XANTHUS   SIBYL   GORDIAN

SYSTEM CONTROL

There are no key functions in S.P.Q.R. All game play is conducted with your mouse. Use your [left] mouse button to indicate a direction or to interact with an object. Sometimes you will need to click and drag on objects to move them.

To quit, save, or load a previously saved game, press the Escape Key and click on the appropriate field. You can also turn off the volume of the sound on this screen.

MY DEAR APPRENTICE,

You must complete what I have begun.
WELCOME TO ROME...

TROUBLESHOOTING

Please refer to READ ME file on disk.

TECHNICAL SUPPORT

After exhausting your Troubleshooting options, if you're still experiencing problems running or playing S.P.Q.R., you can use any of the following avenues to obtain assistance:

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtinteractive.com, 24 hours a day, seven days a week.

In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You can also visit our Forums area, where you can swap e-mail with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you can get valuable information on GT Interactive Software products.

HELP VIA TELEPHONE

For phone assistance, call GT Interactive Software's Tech Support at 970-522-1844. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

HELP VIA MAIL

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we need to call you. Your mail should be sent to the following address:

GT Interactive Software
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

Need a hint?
1-900-CALL-2GT

1-900-225-5258
(95¢ per minute. $1.45 for fax back maps)
must be 18 years or older, or have parent's permission
to call. touch tone phones only

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CREDITS

Original S.P.Q.R. Game & Story Concept: Eden Greig Muir & Rory O'Neill; Executive Producers: Eden Greig Muir, Rory O'Neill & Laurent Ohana; Associate Producer: Bruce Marchfelder; Production Manager: Rebecka A. Budnick; Lead Software Engineer: Daniele Russo; Programmers:Laura Reuwee, Henry Grosman, Matthew Alan Kane, Carol M. Burrell, Rich Schupe (Programming Consultant); Lead Animators: Damijan Saccio, Patrick Welsh; Animators: Ron de Villa ,Tony Rubey, Brian Lonsway; 2D Art Director: Vanessa Pineda; Illustrator: Renny Gleeson; Photoshop Artists: Harry H. Park, Ronald Frankel; Cell Animation: Lee Galasso, Matthew Alan Kane; Senior Writer Kate Rogin; Senior Historical Consultants: Vasily Rudich, Bernard Frischer; Researchers: Lenora Inez Brown, Ronald Heydon; Original Music/Sound Composition & Production: Andy Talon & Adam Wolfensohn (Red Ramona, Inc., New York City); Additional Sound Effects: Lee Galasso & Matthew Alan Kane; Voice Talent: Kim Hawthorne, Katherine Johnson, Andrew M. Long, Price Waldman; Quality Assurance: Chris Pino, Robi Brunner, Talin Shahinian, Carol M. Burell; Production Assistants: Martin Ponce, Kevin Kong.

For a complete list of credits, please see the CD ROM.

This project would not have been possible without the support and dedication of many other individuals at GT Interactive Software, mFactory, Inc. and other companies listed in the CD's full credit list.

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Become A Roman Citizen.
Visit S.P.Q.R. at www.AncientSites.com

Did you know that S.P.Q.R. was first launched as a free game playable on the World Wide Web? CyberSites released S.P.Q.R. on the Web in July 1995 and has since published several sequels. The game has attracted a large and loyal following of thousands who assume Roman names, regularly post messages on The Rostra (the Bulletin Board), and send us e-mail. A number of authorized and unauthorized S.P.Q.R. fan Web sites have sprung up where the mysteries of S.P.Q.R. are being regularly debated and dissected. In the future, many on-line events are planned for the community members, including contests and prizes, Roman elections and guest appearances. We invite you to join the S.P.Q.R. on-line community by visiting www.ancientsites.com and signing up as a Roman Citizen.

See you on the Net.

The CyberSites Team

WINDOWS 95 CD-ROM

Mac OS

QuickTime VR

mFactory

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